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Editor: DeWayne Stuart (887-3028)

(This space for rent!)

Lackey: Jim Hood

Gofer and General Pain:

Keith Sammons



Many thanks to those who take the time and effort to contribute to this publication! If we haven't used your submittals in the past - KEEP TRYING. The thrill of eventual publication is worth the agony of a few rejections!

## San Leandro Computer Club

P.O. Box 1506

San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the **Journal** and participation in club activities. See membership application elsewhere in this issue for details on an opportunity you can't pass up.

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# C O N T E N T S

## January • 1991

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*Front Cover: Digitized photos by Peter Corona  
Layout by Jim Hood*

## SEE YOU AT THE ST SIG MEETING

### January 14

Advertising Rates: Full page for 3 Issues \$100. Single issue prices are Full page \$50, Half page \$30, Quarter Page \$18, and Business Card size \$5.

### OFFICIAL SLCC BBS

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# LDW Power 2.0

reviewed by  
Jim Hood

Logical Design Works has released the 2.0 upgrade to their spreadsheet, LDW Power.

You can upgrade by sending them your old disks and \$39.00. I forgot to ask the retail price for those of you who don't have the program. Doesn't *everyone* have it? Except maybe Keith Sammons, who is a little slow on some of these things.

An addendum to the instruction manual and three disks are included in the upgrade. One disk has GDOS and associated fonts and files. The other two disks have the main program and some utilities, such as the sideways printing program for dot matrix printers.

A new utility, LDWCNFIG-PRG allows you to modify LDW Power by removing parts that you don't normally use. If at a later date you want to use a removed feature, you can put it back in place. This is to help those users who are shy on memory. (The RAM kind — not the kind that makes me forget to ask retail prices.)

Many of the added features in LDW Power 2.0 are enhancements to the graphing section of the program.

A ninth button has been added to those near the top left of the screen. This DRAW button allows graphs to be modified in LDW. Lines, boxes and text can be added and manipulated and the graph can be resized and repositioned on the screen.

I initially could not see any Y-axis text on my graphs, but eventually discovered it hiding beyond the left edge of the screen. I found it by grabbing and resizing the graph until I mooched [a technical term, beyond the scope of this review] the text into position. This was done in the "DRAW button"

mode.

Once I found the Y-axis text and learned to mooch it, I had no further problems with it hiding from me in other graphs. Another shy thing.

There are now eight graph types, available in either 2D or 3D representations. The added types are "Manhattan", "Stacked Line" and "HiLo" graphs.

You can now specify eight ranges (plus an X-axis range) for plotting. This is up from the previous six.

An ID command under Graph Save allows you to specify your GDOS printer ID number.

USE, another new Graph command, lets as many as four separate graphs reside in memory, and on screen, at the same time. Each may have a unique set of ranges.

A new Print command allows a grid lines to be printed or ignored.

Pitch selection is available for dot matrix printers. Printer codes for five different pitches may be saved.

Two new commands are added under Data; they are

Matrix and Regression. Matrix will Invert a nonsingular square matrix or Multiply two rectangular matrices. Ask Dave Roman. I'm still trying to figure out the Table command from the previous versions.

With these and other added features, your old LDW.CNF file can't be used.

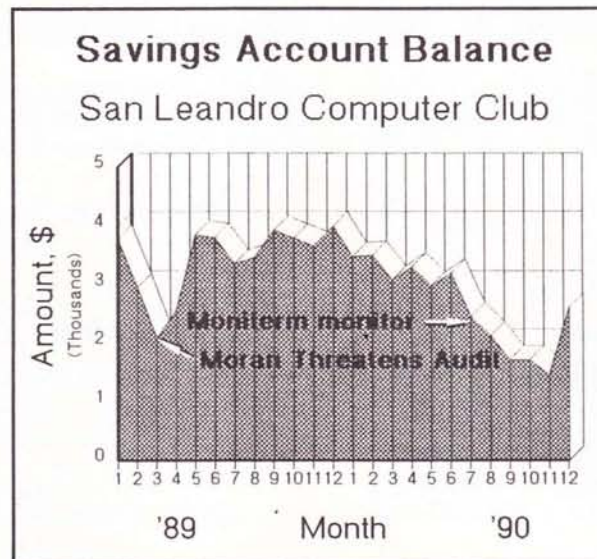
## In Conclusion...

The graph text sizes that are printed don't always have a close relation to those on the screen, but I don't recommend using the GDOS fonts anyway.

Once the scalable GDOS fonts are implemented I probably will use them, but for now I recommend importing graphs into a program like PageStream and using its scalable fonts. You can also make more extensive modifications to the graph at the same time.

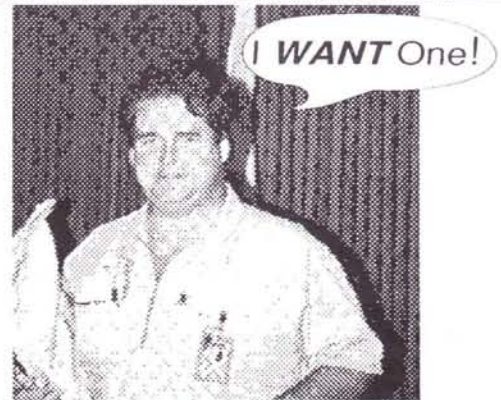
The sample graph on this page has GDOS fonts to show what can be printed straight from LDW.

A good program gets better. You do have it don't you?



Disclaimer: The information in this graph is provided for illustrative purposes only and no claim is made as to its accuracy, completeness or relevance to the New World Order.





# A Look At The

by M. Perdue

Reprinted from

**Acusoft Notes**

Atari Computer User's  
Society of Fayetteville

Over the last several months, I have read and heard many negative comments about Atari's new computer, the 'TT030'. In fact, the complaints were so numerous that I had almost decided that I didn't want to waste my time or money on one, and was seriously looking at products available from other vendors. That's when fate stepped in.

Last month, I had the pleasure of attending COMDEX to help Ditek International show a product called DynaCADD. Since I was already familiar with the 'ST', I was assigned to work the Atari booth, and given my very own 'TT030' for the week.

I had only a brief exposure to the machine before COMDEX, so on the first day I decided to come in a little early and 'play' with it. I was impressed!! Where was the slow machine that I had

been reading about? The TT was really fast. By the end of the week I had decided that there was little or no justification for much of the complaining that was going on.

Since COMDEX, I have obtained my own TT (yes, they are available through VAR'S even as you read this), and I am now even more impressed than before. All of the well written software already works on the machine in the ST resolutions. And the really good stuff (DynaCADD and NeoDesk for instance) also support the new TT resolutions AND the TT's faster RAM.

From my own experience, every program that I have written which doesn't work has been because 'I' have broken the rules for programming the GEM en-

vironment.

I have also done a little testing to see how fast this machine is. For the tests, I used Quick Index 1.8 from Branch Always Software. This program gives a nice comparison to a 'plain ST' in several performance categories. I ran the tests in all ST resolutions and averaged the results:

What I found out was that the TT is faster than the ST, up to 58 times faster in some areas. That's pretty impressive!

As for some of the other IF, IF, IF IT ONLY HAD, *"IF frogs had wings, they wouldn't bump their butt so much!!"*

"If developers spent less time running down the machine, and more time developing software, Atari might have something to advertise about."

In closing, let me say that in my opinion, the TT is well worth the wait and the money. I recommend that anyone looking for a more powerful system than their ST look real close at the TT; you'll be glad you did.



# Pounding on the 8-Bits

*Buy your own / Share what you know / 8 bits are plenty*

by Bob Woolley

How about we talk about 80 column displays and maybe build a couple? Sound like fun? Good! Let's start by discussing what we would like and what we have available.

What does an 80 column display do that a 40 column display lacks? Well, the 80 column display shows me twice as much data on the screen, does not tend to break up all those Basic logical lines into two physical lines, and let's me do a WYSIWYG (What You See Is What You Get) screen for a word processor (sort of). It may also have other advantages for you, but those features alone make having one worthwhile to me.

So, what do we have now? An XEP-80? The XEP-80 has a few problems.... It is slow, has no provision for alternate character sets, is a little flakey (which may be a software problem, I guess), and the graphics mode does not allow shading. This results from using a controller chip that is designed to be used as the main component in a low cost, 80 column RS-232 terminal. One side of the chip talks to the processor thru a serial interface and the other outputs video signals for a monitor. Add a memory chip and a character ROM and you're in business! Great. Except, talking at 19200 baud to our screen just doesn't get it when we're dropping a window or flipping to a menu. It doesn't get it when we're reading a line of live data from the screen, either. It isn't too bad for anyone who is squeamish about hacking up their hardware, but for real hard - core hackers, it just won't do. The problem is that the NS405 (used in the XEP-80) does everything - you can't sneak in anywhere and do your own thing. What is needed is direct access to the screen RAM from the CPU. And, a character set in RAM that can be modified by the program. And, maybe, some grey scales in the graphics modes (for those really nice GR.9 pics)? No way on the XEP-80 .... out it goes.

What can we use? What do other people use, like IBM? They use a different controller chip, a 6845, that is designed to sit right on the CPU buss and do display things for the system. It has a lot of different modes and certainly meets our price point (a couple of bucks). Looking at the IBM adaptor card schematic, though, points out a few flaws in using such a chip - there are more parts to the display than there are in my 1200XL! Is it worth it? Since the screen memory is accessed directly by the processor (although the character set is fixed in ROM), the display must be super fast, right? Nope. The processor cannot update the screen memory at the same time the 6845 is generating a display without throwing annoying garbage on the screen while it's

reading or writing. IBM gets around this by only allowing screen memory access by the system during periods of no display. This means a LOT of waiting around by the processor. Ugh. I don't want my 6502 to have to sit around doing nothing...

Other systems? (why re-invent the wheel?) Looks like most others don't have any graphics chips at all! The CPU has to do all the work, along with a bunch of logic. Now, what? .... Luckily for us, there is a chip that is designed to be used on 65xx microprocessors that can satisfy our requirements - the 6545.

The 6545 is very similar to a 6845, with two major differences:

- it has an update register that supplies the CPU memory address.
- it multiplexes CPU memory addressing during display all by itself!

What all this means is that the screen memory does not use up any of my system address space, and I can read or write to this memory anytime during the display.

- I don't even have to use the memory for screen data - any data can go in there.
- The 6545 has internal addressing for 16K of screen memory, but this could be expanded (by using memory banks) to as much storage as you wish.
- All of the video sync and timing is generated by the 6545 under program control (want to hook up one of those super VGA monitors?)
- The controller has a programmable data starting address, allowing scrolling in either direction.

This IC is a perfect (well,, it's pretty good anyway) building block for an 80 column display on an 8-bit! It can be set up with a RAM-based character set, grey scaled video output, and even has a light pen input. For the next few months, I'll go thru how to put one of these display controllers in an 8-bit and maybe even write some software for it .... (or, maybe someone will volunteer to do it??) We should be able to generate analog RGB displays of any complexity and high quality 80 or 132 column character screens, all without breaking the bank.

More next month....

## THE 8-BIT DISKS

by Bob Scholar SLCC 8-bit Program Chairman

Last month I wrote about SLCC's library disks Vol. 8,



*Buy your own / Share what you know / 8 bits are plenty*

Nos. 8, 9, 10, and 11 (Aug. thru Nov.). Now, a spiel about our latest DOM for Dec. (Vol. 8, No. 12); and others from earlier this year.

First;- an announcement (beginning to sound familiar?). It's now definite - on Jan. 19, 1991 (Sat.) we will hold a joint seminar and study session with the ABACUS club on word processors, with special emphasis on the latest version of TEXTPRO. Craig Glassner and Dave Merrihue (ABACUS) will lead. The Mary Brown Room in the San Leandro Library has been reserved from 12:00 noon to 4:00 P.M.

Bring your questions, your favorite W.P. program, and as much equipment (computers, monitors, and disk drives) as you can lug!

We're notifying the Diablo valley Atari Computer Enthusiasts (DACE), and hope to get a turnout from their membership also.

Back to disk-talk!-

SLCC Disk-Vol. 8, No. 12 (December).

Has a bunch of Games, Utilities, and Demos:-

## 7 Games

- HEXWAR-2 players; strategy.
- CARNY-1 player; arcade type.
- BACTRION-1 or 2 players; action.
- MAZERIDE-1 player; arcade action.
- ADVENTUR-A classic text adv.
- BRAND-Text Adventure.
- DALTON-Text Adventure.

## 5 Utilities

- FNT4PC.XMO-Paper Clip chars.
- PC2SET.XMO-PC chars.- 130XE.
- EXAMINE-checks disk contents.
- RENUMBER-Instant renumber.
- RADMENU-makes BINary loader.

## 2 Demos

- CHAOS -fun with fractals.
- GASKET -Sierpinski shapes.

## PROGRAM COMMENTS:

HEXWAR.BAS-strategy game. Play 5 different ways - and variations. Move armies on a field of hexagons to capture territory. Needs 1 J/S. To really understand this game, read the article by Todd Heimarck in COMPUTE! for 7/86 (#74) - it's in our library.

CARNY.OBJ - a shooting gallery for one, with J/S. Good music, fast movement. It has DOCs built in.

BACTRION.OBJ (BACTERION), - will not load properly from the Menu! Load from DOS/L, without BASIC;- or copy to a disk (with DOS) and rename it to

AUTORUN.SYS. Action & strategy for 1 or 2 players, and J/S(s). Players act simultaneously, and cooperatively,- like surgeons in an Operating Room (that's what they simulate). By Kyle Peacock and Tom Hudson. For DOCs see ANALOG, July 1984 (issue #20).

MAZERIDE.BAS - arcade action for 1 player with J/S. Based on Motorcycle Maze Rider by Charles Bachand in the ANALOG COMPENDIUM. Has DOCs. The article explains how the maze is generated.

ADVENTUR, BRAND, & DALTON - are Text Adventure games. All 3 are on the back of this disk to be loaded with the (front) Menu. Don't try to RUN any of the locked files (\*) on the back- they support ADVENTUR.BAS;- a classic from the Eugene ACEs. All 3 include Documentation.

PC2SET.XMO & FNT4PC.XMO are two Utilities for installing alternate character sets (from SPEEDSCRIPT) in PaperClip. The first is for PC 130XE, ver. 2.0. Load as BINary files.

EXAMINE.BAS - one of the Utilities I use most. With it you can view any sector on a disk. Use it awhile and learn your way around the disk. It doesn't need DOCumentation.

RENUMBER.BAS loads a ML program into your computer, to renumber any BASIC program to your specs - very fast! To start things, - just RUN the program! For DOCs, etc. see "Instant Renumber" by A. Giambra in ANALOG #27 (Feb. 1985).

RADMENU.BIN creates a "Mini-Menu" in the disk boot sectors. It appears instantly at boot-up. You can use it in single or double density; to load BINary files only.

CHAOS.BAS & GASKET.BAS - 2 BASIC DEMO programs from ANTIC VOL.8;#7. See the article for a discussion of the math. theory involved.

SLCC Disk - Vol. 8, No. 7 (July)

This DOM has 2 versions of Turbo Basic (TB); DOC and tutorial files; TB Demos; and a Utility.

Turbo Basic Ver. 1.5 (for XL/XE only) is on the front; and Ver. 1.4 (for 400/800 &/or XL/XE) is on the back. Users of 800s should boot the back. TB 1.5 is named AUTORUN.SYS, and TB 1.4 is called DRDISK.COM. Ver. 1.5 works with any DOS except SpartaDos(?). Atari Dos 2.5 is used here. Ver. 1.4 works with MACH DOS on this disk. This updates some older disks in our library.

-:Turbo Basic highlights:-

Runs all Atari BASIC programs and executes them 3 times as fast!

Has a Compiler to speed TB 1.5 up even more (10-15 times?). I haven't been able to load it with 1.4!

DOS options- now TB commands;-



*Buy your own / Share what you know / 8 bits are plenty*

A - you type DIR  
D - DELETE "D:name"  
E - RENAME "D:name"  
F - LOCK "D:name"  
G - UNLOCK "D:name"  
L - use BLOAD & BRUN  
M - ditto

You must go to DOS for functions C,H,I,J,K,N,O,& P.  
A BASIC file named "AUTORUN.BAS" will be autorun on bootup.

Memory efficient (?).  
Loads from disk.  
Case & inverse insensitive.  
Allows 256 variable names.  
42 new commands and 22 functions, including new graphics.

Other programs on this Disk:-

TURBODOC.NEW (side B) is a most comprehensive tutorial. It lists commands & functions with examples, showing syntax (format). It has an excellent index. Make a printout! The AUTORUN.BAS files on both sides, are brief introductions with specific guidance on use of this disk.

TDOCREAD on side B, can read &/or print the DOC file TURBODOC.NEW. A printout is highly recommended!

COMPILER.DOC - Documentation for the TB compiler. Compiled programs run 3-5 times faster.

COMPILER.COM - The TB compiler. It won't load from TB 1.4 (400/800).

RUNTIME.COM - to run compiled TB programs.

TIDIER.DOC - Documentation for a utility program originally written entirely in TB, as a demo.

TIDIER.COM - Cleans up and divides downloaded files - very easy to use.

PMMOVE.TUR - demo which shows off the new P/M graphics commands now available in TB. Self explanatory.

PUTGET.TUR - Demos the I/O speed of TB. Copy it to another disk before running. Self explanatory.

SPIELE.TUR - Self explanatory demo of TB speed in Graphics. No DOC.

TURBOIO.TUR - Another speed demo for graphics and I/O commands.

SOLITARE.BAS - from our 8/83 disk, demonstrates the speedup by running in TB. Run it under Atari Basic for comparison!

SLCC\_Disk - Vol. 8, No. 6 (June)

CONTENTS:

3 Games

FORTRESS.COM (like TETRIS)

LASER.CH.BAS (Laser Chess)

WORM.BAS (Worm of Bemer)

2 Disk copy utilities

MyCopyR!2.1 (XL/XE only)

COPYM44.COM (800/XL/XE)

2 ARC utilities

ARC.COM (Super ARC)

UNARC.COM (Super UNARC)

1 DEMO/(example)

FORTRE.ARC (see below)

PROGRAM COMMENTS:

FORTRESS.COM - another version of TETRIS; - and a comparison with TETRIS (SLCC Vol. 8; #1,2). Use J/S or keyboard - J/S is better! 10 top scores are saved.

LASERCH.BAS (LASER CHESS) from COMPUTE! #85 (6/1987). For 2 players & J/S. Only for XL or XE (sorry). You almost have to read the article to understand the rules! Following is a brief, partial summary:-

The goal is to manipulate a laser firing piece and various reflective objects to eliminate or capture the opponent's king. Play is on a 9x9 board. Each side has 18 pieces.

Colors on pieces show reflective surfaces. When a laser beam strikes a non-reflective surface, the piece is destroyed. Each player has 2 moves per turn. Pieces move one square horizontally or vertically; or rotate 90 degrees. Capturing is done as in chess. The king can capture only once per turn. Hypercubes teleport any piece they are moved onto, - to an empty square. Laser beams pass through them without damage. The board's center is a special square or "hypersquare". It acts like a hypercube.

WORM.BAS (Worm of Bemer) is from compute! #47 (4/1984), for one player with J/S. It works on 800 or XL/XE (w/translator?). You guide NERM the worm through 11 rooms. He must eat 5 mushrooms to exit each room. He loses a life if he touches a wall, etc. He gets a bonus life after 2 rooms, & every 3rd one thereafter.

MyCopyR!2.1 & COPYM44.COM are for fast, whole-disk sector copying. MyCopyR!2.1 is for XL/XE only. It has an 'illegal' name as a reminder that it must be the first file on a disk. It should not be renamed; and DOS should not be on the same disk. On the 130XE it can copy a single density disk in one pass. Its makes a disk map which can be very useful. COPYM44.COM is for any 8-bit. It also makes a good disk map, and it's quite fast.

ARC.COM and UNARC.COM are the latest versions of these programs. DOCS.TXT gives a full explanation of these 2 utilities, and how you might apply them. It is formatted for 80 column printout.

FORTRE.ARC is included to let you practice unarc'ing. Copy it to another disk, first.



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Jim Hood

Illustrations by Peter Corona

## Happy New Year

Did anyone receive their "NO Meeting" postcard before the 1st?

Thanks for all of the donated gifts. They were turned over to the Optimist Club collection center at the church/thrift store located on Davis Street.

I still haven't written the check for our donation to the Library. Bug me about it at the meeting.

## Vaporware Replaced By Real Product

In a suprise move, Atari Corporation actually released the TT to the U.S. market before the end of 1990.

Due to those pesky little bureaucrats at the FCC, the TT is currently available as a Class A device for use only in industrial/whatever applications.

Atari should enroll someone in the Senate's Keating seminar to learn just who and how much to pay to take care of these modern day business requirements.

Maybe they can at least get the FCC to change their focus to the larger Clone market.

Bob Brodie brought not only a TT to our Christmas party meeting, he also brought the MEGA STE, the first Atari machine since the 1040ST to come without months, or years, of anticipatory speculation and pre-release "releases".

I think he said it already had FCC approval!!!

It comes in a TT shaped case, has a 16 mHz 68000 that can be toggled to 8 mHz for programs like Spectrum 512 that require it and includes a built in hard drive and VME bus. And, of course, it has the 4096 color palette.



## A Small Step for Atarikind

Gadgets by Small released pricing and availability on their 68030 adapter board for the MEGAs.

The board and software will cost \$599. They will also sell 68030 processors and fastRAM SIMMs. A 16 mHz 68030 is \$200. An extra \$260 will get four 1-meg SIMMs.

If that isn't quite good enough they will sell a 33 mHz 68030, 68882 math coprocessor and four 1-meg SIMMs for \$800.

Installation requires removal of the existing 68000 and replacement with a socket.

Advance orders require a 50% deposit in February and the remainder before shipment in April.



## Rats—Sinking Ship Dept.

Yes, it's true. Your former Journal editors, Frank and Jennie Kliever have abandoned Atariland to live in the Windowful MSDOSburgs.

Just one more tragedy of the Earthquake of '89.

When Frank took me to see the new computer system he acquired for his job, after his old one was abandoned in the condemned Oakland City Hall, I knew that it would only be a matter of time before he would want a compatible home system.

Are those scientific types sure that we're having a global warming?

I recently read several letters to the editor in the *Informer* or *Start* or somewhere about some people having problems getting their STs to communicate with HP laser printers, or some such thing.

I thought everyone knew that STs have this kinda borderline parallel printer port that is OK

until it runs into a slightly insensitive printer or has to travel over a long, not perfectly grounded printer cable. Then the printer may start printing nonsense. Rather like what you're reading here.

The easy cure is to buy a hardware printer buffer. They usually come with a sufficiently sensitive and caring chip set that will patiently listen to the ST and repeatedly explain what it says until the printer understands.

Let's see if I can remember

any more problems that I consider part of the Atari folk knowledge.

Most seem to do with components needing just a smidge more voltage here or there. When it's lacking you might start seeing disk read/write errors or strange program actions as well as poor printer output.

One of the first problems that seemed to pop up was the MMU and/or GLU chips, which reputedly did just that — pop up out of their sockets enough to lose contact. I've never been



sure how much of the problem was from unseating and how much was from oxidation between the chip and socket contacts. I'm aware of three common fixes.

One I call the **Duberman Drop**. Pick the computer up an inch or so and drop it. If that doesn't work, drop it a little farther. Not far enough to break it though. That is named for Dave Duberman, but the fix he really preferred trying first on the old 520 STs was the **case twist**. Grab two diagonal corners of the case, one in each hand, and twist the case back and forth a few times. Again, don't get carried away and break something.

The nice thing about these fixes is that, if you refrain from physically breaking something, they shouldn't void your warranty.

The chip fix will void the warranty, because you have to tear the computer apart and pull and push on all of the socketed chips. Polishes the contacts and reseats the chips.

Don't do this when your body has a static electric charge. I've never personally seen a chip damaged by a person's static electricity, but the thought seems to nag at some of my

techie friends.

I have seen a chip damaged by plugging a turned on video digitizer into the cartridge port of a turned on ST. Before plugging or unplugging something to/from the computer, turn them both off.

There is also a thingy chip in the MEGAs that seems to be working its little heart out and sometimes it gets tired and if its voltage supply is low it just may lose track of what its doing. You might notice this when the computer says it can't access a drive or when it says the data on the drive is damaged or the computer does something weird.

Well, just as some of us need a little more energy to do a job than others, so it is with the thingy chips. Your friendly neighborhood repairman will probably be aware of this and have a bucket of extra chips around so that he can keep trying different ones until he finds a young, healthy one willing to do the job. At least that was the case when I took the club's MEGA 2 to Berkeley Microsystems. They are the one's that told me about the thingy chip but they call it a 74LS373.

While I'm on the subject of

chips... Well OK, technically I was on the subject of repairs. Anyway...

I was getting depressed reading the January *Byte*. The thing that had them really excited - an editorial and an article - was Advanced Micro Devices apparent success making a legal copy of the Intel i386 chip. Is this progress? Is this advancement? Is this science in action? It sounds about as impressive as "SLCC Journal" copies three articles for January issue!

I'm more impressed that Intel has pretty much figured out how to make an i486 chip. And Motorola a 68040. At least with bigger numbers they sound like progress.

Reading Hugh Kenner's *Print Queue* review of *The Geometric Bridge Between Art and Science* and Kenneth M. Sheldon's *Amateur Systems* article in the same issue perked me back up.

Don't forget the 8 Bit word processing seminar with Abacus at the Library on January 19. Contact Bob Scholar for info.





# Deluxe Paint ST

from Electronic Arts  
reviewed by  
**Bob Beatty**  
*ACE-HI Info, Quick Looks*  
*December 1990*  
Atari Computer Enthusiasts  
of Hawaii

Let me start by saying I am not much of an artist, and do not often use drawing programs. Most of my graphic work is done by scanning something and then cleaning, cutting and pasting to achieve my desired results. I always felt that DEGAS Elite or Touch-Up was all I'd ever need. I've played around with animators, but could never get them to do much. Deluxe Paint has changed the way I look at these programs.

I remember seeing an advertisement from Electronic Arts that said Deluxe Paint ST was a one-of-a-kind product for the ST. While I'm not overly familiar with the competition, I'd have to agree. Leafing through the manual introduced me to many functions that I didn't know existed. One function I didn't think was available on the ST was colored gradient fills. I spent almost \$300 on Outline Art (from ISD Marketing) to have this capability for my desktop publishing business, though that version is limited to monochrome displays.

Deluxe Paint allows x, y and z rotation of a block, which provides for some very realistic animation effects. Animation? You bet. Not just frame flipping, but automatic tweening of objects with depth adjustment.

The program disk includes 14 fonts and an editor so that you can grow your own. There's a stencil function that allows you to draw on top of a picture, yet not change the underlying picture itself. When you want to change something, you only

erase what was added. A Special Effects (FX) tool offers eight interesting functions including two "smears", two "cycles", "blend", "filter", "tint" and "smooth" controls. Bezier curves provide excellent control for building unusual shapes, and they've even included a multi-colored spray paint function. Suffice to say that the list of features extends way beyond my knowledge of these programs.

Some specifics: Deluxe Paint ST comes on three disks; one with the program, one each with pictures and animations. It is



compatible with the ST<sup>e</sup>, allowing access to the 4096 color palette, though still only 16 on screen at a time. Deluxe Paint ST runs in low resolution only. The manual is spiral bound, very complete (208 pages) and contains tutorials for us laymen. The only thing that I didn't like was Electronic Arts insistence on using a non-GEM file selector. Those of us who use the Universal Item Selector have a hard time living without it.

Hopefully, we will be able to do a complete review on this package in the future. But from what I've seen, I would not hesitate to recommend Deluxe Paint ST to the graphics aficionado or to some one who is just dabbling in drawing programs. I'm impressed.

## Addendum by Jim Hood

Once again I've found a product review on a program I like. Thus I get out of writing my own review and having to think. Good.

Deluxe Paint ST is compatible with the JRI 4096 board, if you want to modify an old ST for the extended color palette.

It loads and saves pictures in NEO, PC1, P11 and Amiga IFF formats. Included is a conversion program for four bit plane Amiga IFF pictures. Of course, IFF pictures still end up on the Atari screen with only 16 colors. Additional colors are approximated with dithering.

Peter Corona finally beat it into my head that I was *never* going to get digitized video images as good as his if I didn't buy Trio Engineering's DigiSpec, which puts digitized images into Spectrum 512 format. I bought it and it does make a world of difference. Incidentally, Spectrum also has colored gradient fills as well as some powerful drawing features unique to it.

If you really get into the color art stuff you might end up with both Spectrum 512 and Deluxe Paint ST. Spectrum 512 allows 512 colors on the screen at one time, but is limited to a maximum 8 shades for the primary colors. Deluxe Paint ST has 16 shades for the primary colors, but as mentioned, only 16 shades or colors on screen at one time.

Both programs produce screen size pictures (320x200 pixels), so if you want a large picture for printing, you'll probably also want to buy something like Atari England's HyperPaint (I think that's the name) which works with color IMG files and now supports the 4096 color palette.

And then a color/gray scale scanner and...





# MORAN'S MINUTES

## General Meeting Minutes December 4, 1990

The meeting was called to order at 8:00 PM by Treasurer Jim Hood. (the only one sober enough) His first move was to recess the meeting while everybody had cake and ice cream.

As soon as everybody was well fortified Jim introduced the indubitable Bill Yerger, owner and operator of the MICROWORLD store in Berkeley. Bill was here to make a report on the recently concluded COMDEX show in Las Vegas and other things related to ATARI.

Bill stated that many good deals were available and many new games were for sale. WORD FLAIR was there showing it's latest version. A number of new utilities were also being shown. ATARI was showing the PORTFOLIO, the new TT and the new MEGA STE. His overall impression was that the show was a bit on the boring side.

The next speaker on COMDEX was OLE TINY Bob Brodie, the User Groupie from ATARI, and his two new bodyguards, Bill Rehbock (Developer Support) and Mike Fulton (Technical Advice). Bob brought with him to the meeting one of the new TTs and one of

the new MEGA STEs both up and running for the membership to try out and drool over.

Bob gave his usual excellent rundown on the show and happenings at ATARI. Main points were the new MEGA STE which looks like the TT and has a built in 40 Meg hard drive at what is promised to be a price we can enjoy and a price less than Apple computer is pushing with their new line of Macintoshes. The new MEGA STE will probably be out in January. (Naturally right after Christmas.) The new 14" monitors also look terrific, the resolution on the ST seems about the same as the 12" SC1224. The TTs should also be available shortly. There is a new GDOS on the way. VME cards for the new TT and MEGAs are being developed. Bob demonstrated the new desktop and control panel that will come on the new machines. These new programs allow many additional functions from the control panel.

The first bodyguard Bill Rehbock spoke a few (?) words about his new duties as Developer Support and answered many questions from the membership on many related items.

Second bodyguard Mike Fulton showed a demo of the new GDOS running on the TT and answered questions about it.

Bob Scholar demonstrated this months 8 Bit floppy which con-

tains the latest version of Daisy Dot II and related fonts. Bob also announced that the TEXPRO Seminar for 8 Bits will be held here at the San Leandro Library on January 19th from 12 noon till 4 PM, in conjunction with the ABACUS user group from San Francisco.

After our usual corrupt raffle which was run by the decadent Jim Hood we had the pleasure of watching our first demo on the new TT by David Beckemeyer who showed his new "C" shell program V.2 that will run on the TT and new MEGAs, as well as the older STs, the only requirement seems to be ample memory. (at least 1 Meg, preferably 2 Meg or more)

Being no further business the meeting was adjourned at 10:30 PM.

Respectfully Submitted -  
Jim Moran - Secretary

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# January 1991

## SLCC CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14 Main Meeting ST Sig 8:00 P.M. S.L. Library	15	16 Journal Deadline	17 Publishing Sig 7:30 P.M.	18	19
20	21	22	23 ST Beginner's Sig 7:30 P.M.	24	25	26
27	28	29	30	31		

**Special Interest Group (SIG) leaders and their phone numbers are in the Table of Contents.**

### Membership Application for the San Leandro Computer Club

Yes! I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more - all for the low, low price of \$20.00 (or \$40.00 if I am outside the US or Canada).

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(Street) (City) (State) (ZIP)

Home Phone: \_\_\_\_\_ (Optional) **Membership No.**

Computer(s) \_\_\_\_\_

Software Interests: ☐ Home Finance ☐ Desktop Publishing ☐ Games ☐ Scientific  
☐ Business ☐ Word Processing ☐ Educational ☐ Music ☐ Art

Some interesting ways I use my computer: (Club members are interested in new usages for home, work and play) \_\_\_\_\_



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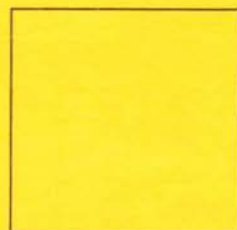
Last minute call from the Library - the January 14th meeting will be held in the Estadillo Room as usual.

Hopefully we will have as our guest speaker a representative from Lexicor Software Corp, who specialize in computer imaging and animation.

See you at the meeting!

Thanx,  
KK

San Leandro Computer Club  
P.O.Box 1506  
San Leandro, Ca. 94577-0374



General/ST Meeting:  
Jan 14th, 1991